

1 **ABSTRACT**

2 Methods and systems are described that assist media players in rendering
3 different media types. In some embodiments, a unified rendering area is provided
4 and managed such that multiple different media types are rendered by the media
5 player in the same user interface area. This unified rendering area thus permits
6 different media types to be presented to a user in an integrated and organized
7 manner. An underlying object model promotes the unified rendering area by
8 providing a base rendering object that has properties that are shared among the
9 different media types. Object sub-classes are provided and are each associated
10 with a different media type, and have properties that extend the shared properties
11 of the base rendering object. In addition, an inventive approach to visualizations
12 is presented that provides better synchronization between a visualization and its
13 associated audio stream.

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